

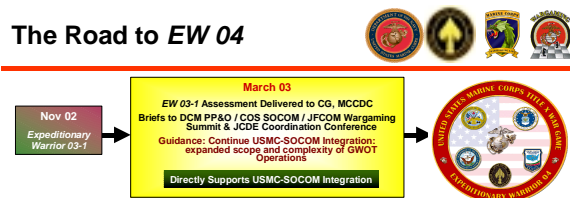
Expeditionary Warrior (EW) 04 Marine Corps Title X War Game Information Paper



Introduction. *EW 04*, scheduled for the week of 26-31 Oct 03 at the Bolger Leadership Facility, Potomac MD. It is the second iteration of the Marine Corps' Title X Wargaming Program under the general rubric of *Expeditionary Warrior*. As such, it corresponds to the Navy *GLOBAL Series*, the Army/ JFCOM *Unified Quest War Game Series*, the Air Force *Global Engagement Series*, and emerging "Title X-like" initiatives by various COCOMS and agencies. A CG, MCCDC announcement message was released in May 03.

Purpose. The overarching purpose of *EW 04* is to continue and expand upon the work of *EW 03-1* by further exploring the integration and cooperation between USMC and USSOCOM forces in the context of the Global War on Terrorism (GWOT) and the National Security Strategy (NSS). Key background and milestone information is reflected in the graphic below.

The Road to EW 04



- > Need to keep *EW* focused on USMC-SOCOM integration.
- > Systematic Pathway to address key issues and develop game.
- > Greater USMC connection to SOCOM concept development and wargaming.
- > Closer cooperation with JFCOM & synchronization w/other Title X efforts.
- > Impact of JUO initiative & Joint Urban Warrior Wargaming Program.
- > Same broad context: Global War on Terrorism (GWOT) and NSS.
- > Experiences of *Operation Enduring Freedom (OEF)* and *Operation Iraqi Freedom (OIF)*.

Concept. Like its predecessor, *EW 04* represents a distinctive approach to Title X Wargaming. It is designed to study an enduring operational problem (with policy and strategy implications) of pressing concern, but with long-term ramifications. As such, it is both responsive to a key issue of concern to the senior leadership of the Marine Corps, while imbedding broadly construed Title X equities. This approach is similar to that of the *CMC Policy and Strategy Wargaming Series* in the early 1990s.

Participation. As a Title X War Game, *EW 04* involves participation by the four services as well as by OSD, USSOCOM, USJFCOM, other COCOMs, and selected interagency organizations. The focus, however, is the USMC-SOCOM relationship.

EW 04 Pillars of Interest

- Expansion of the operational context and issues to both enable thinking about the GWOT and stress USMC-SOCOM operational interaction.
- USSOCOM as Supported Command in the GWOT.
- The Marine contribution to USSOCOM.
- Command relationships.
- The USMC-SOF-ESG dynamic.
- Sustainment logistics considerations. Re: USMC-SOCOM integration.
- The aviation dimension of USMC-SOCOM integration.
- Information Operations/PSYOPS as complimentary capabilities.

Each of these pillars has a set of sub-issues that will be further refined during the *EW 04* planning process

Game Approach. In the context of the direction and concept above, it is envisioned that *EW 04* will examine scenario(s) representing a broad and robust set of problems or cases, both at the operational and tactical level of war. It is anticipated that *EW 04* will be conducted at the SECRET classification level. Specifics will be further refined during the *EW 04* planning cycle and Pathway.

EW 04 Pathway Schedule

Initial Planning Conference / Shaping Workshop	23 Apr 03
Operational Context and Issues Workshop	11-12 Jun 03
Roles, Functions, and Capabilities Workshop	9-10 Jul 03
Command Relationships / Force Structure Workshop	25-26 Aug 03
TBD Event (if required)	10-11 Sept 03
Final Planning Conference / Rehearsal	1 – 3 Oct 03
War Game	26 – 31 Oct 03
Assessment Report	Pre CY 04

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